

ABSTRACT

A variable point generation craps game includes a random indicator generator providing only members of a predetermined set of indicators, at least two point value selectors and a bet. Each of the indicators designates a point value selector, each of which has an initial
5 state providing all possible point values obtainable, and with the same probability, from a single roll of a standard pair of dice. The point value selectors yield at least one point for the craps game upon designation by the random indicator generator. The bet depends upon at least one point value selected by at least one of the point value selectors. In a variation, a single point value selector is used and the random indicator generator designates an integer
10 that determines a predetermined operation to be performed upon the point value selector to yield at least one point for the craps game.